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Consumer Electronics, IEEE Transactions on , Volume: 40 Issue: 3,

Aug 1994

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Gabbay, F.; Mendelson, A.; Modeling, Analysis, and Simulation of Computer and Telecommunication Systems, 1997. MASCOTS '97., Proceedings Fifth International Symposium on , 12-15 Jan. 1997

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Usability is about to become the quality measure of today's interactive software including Web sites, and mobile appliances. User-centered design approach emerges from this need for developing more usable products. However, interactive systems are still designed and tested by software and computer engineers unfamiliar with UCD and the related usability engineering techniques. While most software developers may have been exposed with basic concepts such as GUI design guidelines, few developers ar ...

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Reinaldo A. Bergamaschi, John Cohn

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The exploding complexity of new chips and the ever decreasing time-to-market window are

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We present algorithms that enable virtual objects to interact with and respond to virtual representations, *avatars*, of real objects. These techniques allow dynamic real objects, such as the user, tools, and parts, to be visually and physically incorporated into the virtual environment (VE). The system uses image-based object reconstruction and a volume query mechanism to detect collisions and to determine plausible collision responses between virtual objects and the avatars. This allows o ...

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Tatsuo Nakajima

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In this paper, we describe a middleware component supporting flexible user interaction for networked home appliances, which is a simple mechanism to fill the gap between traditional